

UPSB v3 Archive | Trick Book

sketching

•

Date: Sat, Jun 23 2007 19:56:40

Latest list by DaZogger...

Spoiler:

Sonics

Sonic Normal

Sonic Reverse

Sonic 2x Normal

Sonic 2x Reverse

Neosonic Normal

Neosonic Reverse

Sonic Clip Normal

Sonic Clip Reverse

Inverse Sonic Clip Normal

Inverse Sonic Clip Reverse

Inverse Sonic Normal

Inverse Sonic Reverse

In Out Sonic Normal

In Out Sonic Reverse

Out In Sonic Normal

Out In Sonic Reverse

In Out Twisted Sonic Normal

In Out Twisted Sonic Reverse

Out In Twisted Sonic Normal

Out In Twisted Sonic Reverse

I-Sonic Normal

I-Sonic Reverse

Inverse I-Sonic Normal

Inverse I-Sonic Reverse

Pseudo Sonic Normal

Pseudo Sonic Reverse

Inverse Pseudo Sonic Normal

Inverse Pseudo Sonic Reverse

Sonic Moonwalk Normal

Sonic Moonwalk Reverse

Inverse Sonic Moonwalk Normal

Inverse Sonic Moonwalk Reverse

Twisted Sonic Normal

Twisted Sonic Reverse

Inverse Twisted Sonic Normal

Inverse Twisted Sonic Reverse

Warped Sonic Normal

Warped Sonic Reverse
Inverse Warped Sonic Normal
Inverse Warped Sonic Reverse
Tipped Sonic Normal
Tipped Sonic Reverse
Inverse Tipped Sonic Normal
Inverse Tipped Sonic Reverse
Shadow Normal
Shadow Reverse
Inverse Shadow Normal
Inverse Shadow Reverse

Charge

Charge Normal
Charge Reverse
Double Charge Normal
Double Charge Reverse
Triple Charge Normal
Triple Charge Reverse
Rising Fans
Moonwalk Rising Fans
Falling Fans
Moonwalk Falling Fans

Passes

Pass Normal
Pass Reverse
Fingerpass Normal
Fingerpass Reverse
Pass 2x Normal
Pass Reverse 2x
Triangle Pass Normal
Triangle Pass Reverse

Arounds

Thumbaround Normal
Thumbaround Reverse
Fingerless Thumbaround
Fingerless Thumbaround Reverse
Multiple Thumbarounds Normal
Multiple Thumbarounds Reverse
Multiple Fingerless Thumbarounds Normal
Multiple Fingerless Thumbarounds Reverse
Thumbaround Normal Release
Thumbaround Reverse Release
Indexaround Normal
Indexaround Reverse
Fingerless Indexaround Normal
Fingerless Indexaround Reverse
Multiple Indexarounds Normal
Multiple Indexarounds Reverse
Multiple Fingerless Indexarounds Normal
Multiple Fingerless Indexarounds Reverse

Middlearound Normal
Middlearound Reverse
Fingerless Middlearound Normal
Fingerless Middlearound Reverse
Multiple Middlearound Normal
Multiple Middlearound Reverse
Multiple Fingerless Middlearound Normal
Multiple Fingerless Middlearound Reverse
Ringaround Normal
Ringaround Reverse
Fingerless Ringaround Normal
Fingerless Ringaround Reverse
Multiple Ringarounds Normal
Multiple Ringarounds Reverse
Multiple Fingerless Ringarounds Normal
Multiple Fingerless Ringarounds Reverse
Fingerless Pinkyaround Normal
Fingerless Pinkyaround Reverse
Multiple Fingerless Pinkyarounds Normal
Multiple Fingerless Pinkyarounds Reverse
Indexbackaround Normal
Indexbackaround Reverse
Multiple Indexbackarounds Normal
Multiple Indexbackarounds Reverse
Middlebackaround Normal
Middlebackaround Reverse
Multiple Middlebackarounds Normal
Multiple Middlebackarounds Reverse
Ringbackaround Normal
Ringbackaround Reverse
Multiple Ringbackarounds Normal
Multiple Ringbackarounds Reverse
Pinkybackaround Normal
Pinkybackaround Reverse
Multiple Pinkybackarounds Normal
Multiple Pinkybackarounds Reverse
Neobackaround Normal
Neobackaround Reverse
Gravity Backaround Normal
Gravity Backaround Reverse
Anti Gravity Normal
Anti Gravity Reverse
Passaround
Thumbaround Extended Normal
Thumbaround Extended Reverse
Cardioid Normal
Cardioid Reverse

Spins

Multiple Thumbspins Normal
Multiple Thumbspins Reverse
Multiple Indexspins Normal
Multiple Indexspin Reverse

Fake Index Spin Normal
Fake Index Spin Reverse
Multiple Middlespins Normal
Multiple Middlespins Reverse
Fake Middle Spin Normal
Fake Middle Spin Reverse
Multiple Ringspins Normal
Multiple Ringspins Reverse
Fake Ring Spin Normal
Fake Ring Spin Reverse
Multiple PinkySpins Normal
Multiple PinkySpins Reverse
Palm Spin Normal
Palm Spin Reverse
Basketball Spin Normal
Multiple Basketball Spins Normal
Halftap Normal
Halftap Reverse
Fulltap Normal
Fulltap Reverse
Multiple Fake Normal
Multiple Fake Reverse

Infinities

Wiper Normal
Wiper Reverse
Infinity Normal
Double Infinity
Triple Infinity
Quadruple Infinity
Infinity Reverse
Double Infinity Reverse
Triple Infinity Reverse
Quadruple Infinity Reverse
Infinity Extended
Double Infinity Extended
Triple Infinity Extended
Quadruple Infinity Extended
Infinity Extended Reverse
Double Infinity Extended Reverse
Triple Infinity Extended Reverse
Quadruple Infinity Extended Reverse
Infinity Normal Release
Infinity Reverse Release
Figure 8 Normal
Figure 8 Reverse
Fingerless Figure 8 Normal
Fingerless Figure 8 Reverse

Devils /Demons

Devil's Spin Normal
Devil's Spin Reverse
Devil's Sonic Normal

Devil's Sonic Reverse
Devil's Shadow Normal
Devil's Shadow Reverse
Demon's Spin Normal
Demon's Spin Reverse
Demon's Sonic Normal
Demon's Sonic Reverse
Devil's Demon's Sonic Normal
Devil's Demon's Sonic Reverse

Counters

Counter Thumbaround Normal
Counter Thumbaround Reverse
Counter Sonic Normal
Counter Sonic Reverse
Counter Backaround Normal
Counter Backaround Reverse
Counter Neo Sonic Normal
Counter Neo Sonic Reverse
Counter Indexaround Normal
Counter Indexaround Reverse
Counter Middlearound Normal
Counter Middlearound Reverse
Counter Ringaround Normal
Counter Ringaround Reverse
Counter Shadow Normal
Counter Shadow Reverse

Aerial Tricks

Thumb Snap
Leigun
Aerial Sonic
Levigator Normal
Levigator Reverse
Snap Flip
Backhand Riser Normal
Backhand Riser Reverse
Backhand Bounce

Misc

Arm Roll Normal
Arm Roll Reverse
Offering
Windshield Wiper Normal
Windshield Wiper Reverse

[Original Thread](#)

•

[Useless](#)

Date: Sun, Sep 9 2007 14:40:03

trick list made by me, please have a look and combine them ^^

AROUND FAMILY

THUMBAROUND

thumbaround normal

thumbaround reverse

fingerless thumbaround normal

fingerless thumbaround reverse

multiple thumbaround normal

multiple thumbaround reverse

INDEX AROUND

index around normal

index around reverse

fake indexaround

MIDDLE AROUND

middle around normal

middle around reverse

half middle around

RING AROUND

ring around normal

ring around reverse

half ring around

PINKY AROUND

pinky around normal

pinky around reverse

BACKAROUND

backaround normal

backaround reverse

neo backaround normal

neo backaround reverse

CHARGE FAMILY

CHARGE

charge normal

charge reverse

SONIC FAMILY

SONIC

sonic normal

sonic reverse

side sonic normal

side sonic reverse

INVERSE SONIC

inverse sonic normal

inverse sonic reverse

TIPPED SONIC

tipped sonic normal

tipped sonic reverse

INVISIBLE SONIC

invisible sonic normal

invisible sonic reverse

PSEUDO SONIC

pseudo sonic normal

pseudo sonic reverse

MOONWALK SONIC

moonwalk sonic normal

moonwalk sonic reverse

NEO SONIC

neo sonic normal

neo sonic reverse

IN & OUT SONIC

in out sonic normal

in out sonic reverse

out in sonic normal

out in sonic reverse

WIPER

wiper normal

wiper reverse

wiper harmonic

PASS FAMILY

pass normal

pass reverse

triangle pass normal

triangle pass reverse

backhand tracer normal

backhand tracer reverse

SPIN FAMILY

THUMBSPIN

thumbspin normal

thumbspin reverse

fingerless thumbspin normal

fingerless thumbspin reverse

INDEX SPIN

index spin normal
index spin reverse
fingerless index spin normal
fingerless index spin reverse

MIDDLE SPIN

middle spin normal
middle spin reverse
fingerless middle spin normal
fingerless middle spin reverse

RING SPIN

ring spin normal
ring spin reverse
fingerless ring spin normal
fingerless ring spin reverse

PINKY SPIN

pinky spin normal
pinky spin reverse
fingerless pinky spin normal
fingerless pinky spin reverse

SHADOW

shadow normal
shadow reverse

FAKE REVERSE

fake reverse normal
fingerless fake reverse normal

PALM SPIN

palm spin normal
palm spin reverse

BACK SPIN

back spin normal
back spin reverse
middle back spin normal
middle back spin reverse
ring back spin normal
ring back spin reverse
pinky back spin normal
pinky back spin reverse

SIDE SPIN

side spin normal
side spin reverse

BASKET BALL SPIN

basket ball spin normal
basket ball spin reverse

SPIDER SPIN

spider spin

TAP FAMILY

TAP

half tap normal

half tap reverse

full tap normal

full tap reverse

BACK TAP

back tap normal

back tap reverse

AIR TRICKS

THUMBAROUND AIR

thumbaround air normal

thumbaround air reverse

AROUND AIR

back around air

SNAP and FLIP

snap flip

thumb snap

horizontal thumb snap

back flip

COMBO

SIMPLE COMBO

Kam's 4 Loop Combo

sonic normal 34-23 > twist sonic normal 23-12 > thumb spin normal 1.5

THUMBAROUND

thumbaround fall

fingerless thumbaround normal > thumbaround normal t1 > thumbaround

normal t2 > thumbaround normal t3 > thumbaround normal t4

thumbaround rise

thumbaround normal t4 > thumbaround normal t3 > thumbaround normal t2 >

thumbaround normal t1 > fingerless thumbaround normal

thumbaround fall harmonic

thumbaround fall > thumbaround rise

fake triple thumbaround

extended thumbaround normal > thumbaround

counter thumbaround normal

thumbaround normal > fingerless thumbaround reverse

counter thumbaround reverse

thumbaround reverse > fingerless thumbaround normal

cardioid normal

thumbaround normal > wiper reverse > thumbaround normal

cardioid reverse
thumbaround reverse > wiper normal > thumbaround reverse

BACKAROUND

counter bakcaround

backaround fall
backaround 1 > pass 12-23 > backaround 2 > pass 23-34 > backaround 3 >
backaround 4
backaround rise
backaround 4 > backaround 3 > pass 34-23 > backaround 2 > pass 23-12 >
backaround 1
backaround fall reverse
backaround 4 reverse > backaround 3 reverse > pass reverse 34-23 >
backaround 2 reverse > pass reverse 23-12 > backaround 1 reverse
backaround rise reverse
backaround 1 reverse > pass reverse 12-23 > backaround 2 reverse > pass
reverse 23-34 > backaround 3 reverse > backaround 4 reverse
backaround fall harmonic
backaround fall > back around rise
backaround fall reverse harmonic
backaround fall reverse > backaround rise reverse

SONIC

counter sonic

counter neo sonic

sonic fall
sonic reverse 34-23 > sonic reverse 23-12
sonic rise
sonic normal 12-23 > sonic normal 23-34
sonic fall harmonic
sonic fall > sonic rise
tipped sonic fall
tipped sonic normal t1-t2 > tipped sonic normal t2-t3 > tipped sonic normal t3-
t4
tipped sonic rise
tipped sonic reverse t4-t3 > tipped sonic reverse t3-t2 > tipped sonic reverse t2-
t1
tipped sonic fall harmonic
tipped sonic fall > tipped sonic rise
rising fans

INFINITY

counter infinity

BUST

extended thumbaround bust
extended thumbaround normal > fingerless indexaround normal
shadow still bust
shadow still 12 > fingerless indexaround normal
sonic bust
sonic normal 23-13 > fingerless indexaround normal

twist sonic bust
twist sonic 23-12 > indexaround normal
devil's coniv bust
devil's sonic 23-12 > fingerless indexaround normal
demon's sonic bust
demon's sonic 34-12 > indexaround normal
demon's devil's sonic bust
demon's devil's sonic 34-12 > fingerless indexaround

•

[enter name](#)

Date: Sun, Nov 8 2009 12:59:02

I've been looking for it very long now and only found uncompleted lists. So I'm wondering: Is there the ultimative

All-Tricks-List.

With every hybrid, full notation...

•

[EssenceOfLife](#)

Date: Fri, Nov 20 2009 05:38:51

Not quite the all-spark but something to build off of ;]. happy.gif

sonic
sonic rev
inverse sonic
inverse reverse sonic
finger pass
finger pass rev
thumbaround
thumbaround rev
Thumb spin rev
Thumb spin
fingerless thumbaround
fingerless thumbaround rev
fingerless thumbaround rev x2
charge
charge rev
twisted sonic
twisted sonic rev.
twisted sonic bust
twisted sonic bust x2
backarounds
backaround revs
bak fall
index around
middle around
ring around
index around rev
middle around rev

ring around rev
shadow
demons sonic (and bust)
devils sonic, around
neosonic
thumbflap charge, thumbflap charge rev
sonic clip
cont baks
neo bak
bak 1.5
sonic 12-tf
neobak
flush sonic from 34
ta to air
neo sonic release
ext ta
infinities and the variations
twisted cobra bite
semitricle backaround
ipba rev 2.0
mid arround x3
ring arround x2
angels sonic
warped sonic
pseudo sonic
twisted sonic bust rise
triple charge
Index spread
mid spread

Sonics

Sonic Normal
Sonic Reverse
Sonic 2x Normal
Sonic 2x Reverse
Neosonic Normal
Neosonic Reverse
Sonic Clip Normal
Sonic Clip Reverse
Inverse Sonic Clip Normal
Inverse Sonic Clip Reverse
Inverse Sonic Normal
Inverse Sonic Reverse
In Out Sonic Normal
In Out Sonic Reverse
Out In Sonic Normal
Out In Sonic Reverse
In Out Twisted Sonic Normal
In Out Twisted Sonic Reverse
Out In Twisted Sonic Normal
Out In Twisted Sonic Reverse
I-Sonic Normal
I-Sonic Reverse

Inverse I-Sonic Normal
Inverse I-Sonic Reverse
Pseudo Sonic Normal
Pseudo Sonic Reverse
Inverse Pseudo Sonic Normal
Inverse Pseudo Sonic Reverse
Sonic Moonwalk Normal
Sonic Moonwalk Reverse
Inverse Sonic Moonwalk Normal
Inverse Sonic Moonwalk Reverse
Twisted Sonic Normal
Twisted Sonic Reverse
Inverse Twisted Sonic Normal
Inverse Twisted Sonic Reverse
Warped Sonic Normal
Warped Sonic Reverse
Inverse Warped Sonic Normal
Inverse Warped Sonic Reverse
Tipped Sonic Normal
Tipped Sonic Reverse
Inverse Tipped Sonic Normal
Inverse Tipped Sonic Reverse
Shadow Normal
Shadow Reverse
Inverse Shadow Normal
Inverse Shadow Reverse

Charge
Charge Normal
Charge Reverse
Double Charge Normal
Double Charge Reverse
Triple Charge Normal
Triple Charge Reverse
Rising Fans
Moonwalk Rising Fans
Falling Fans
Moonwalk Falling Fans

Passes
Pass Normal
Pass Reverse
Fingerpass Normal
Fingerpass Reverse
Pass 2x Normal
Pass Reverse 2x
Triangle Pass Normal
Triangle Pass Reverse

Arounds
Thumbaround Normal
Thumbaround Reverse
Fingerless Thumbaround

Fingerless Thumbaround Reverse
Multiple Thumbarounds Normal
Multiple Thumbarounds Reverse
Multiple Fingerless Thumbarounds Normal
Multiple Fingerless Thumbarounds Reverse
Thumbaround Normal Release
Thumbaround Reverse Release
Indexaround Normal
Indexaround Reverse
Fingerless Indexaround Normal
Fingerless Indexaround Reverse
Multiple Indexarounds Normal
Multiple Indexarounds Reverse
Multiple Fingerless Indexarounds Normal
Multiple Fingerless Indexarounds Reverse
Middlearound Normal
Middlearound Reverse
Fingerless Middlearound Normal
Fingerless Middlearound Reverse
Multiple Middlearound Normal
Multiple Middlearound Reverse
Multiple Fingerless Middlearound Normal
Multiple Fingerless Middlearound Reverse
Ringaround Normal
Ringaround Reverse
Fingerless Ringaround Normal
Fingerless Ringaround Reverse
Multiple Ringarounds Normal
Multiple Ringarounds Reverse
Multiple Fingerless Ringarounds Normal
Multiple Fingerless Ringarounds Reverse
Fingerless Pinkyaround Normal
Fingerless Pinkyaround Reverse
Multiple Fingerless Pinkyarounds Normal
Multiple Fingerless Pinkyarounds Reverse
Indexbackaround Normal
Indexbackaround Reverse
Multiple Indexbackarounds Normal
Multiple Indexbackarounds Reverse
Middlebackaround Normal
Middlebackaround Reverse
Multiple Middlebackarounds Normal
Multiple Middlebackarounds Reverse
Ringbackaround Normal
Ringbackaround Reverse
Multiple Ringbackarounds Normal
Multiple Ringbackarounds Reverse
Pinkybackaround Normal
Pinkybackaround Reverse
Multiple Pinkybackarounds Normal
Multiple Pinkybackarounds Reverse
Neobackaround Normal
Neobackaround Reverse

Gravity Backaround Normal
Gravity Backaround Reverse
Anti Gravity Normal
Anti Gravity Reverse
Passaround
Thumbaround Extended Normal
Thumbaround Extended Reverse
Cardioid Normal
Cardioid Reverse

Spins

Multiple Thumbspins Normal
Multiple Thumbspins Reverse
Multiple Indexspins Normal
Multiple Indexspin Reverse
Fake Index Spin Normal
Fake Index Spin Reverse
Multiple Middlespins Normal
Multiple Middlespins Reverse
Fake Middle Spin Normal
Fake Middle Spin Reverse
Multiple Ringspins Normal
Multiple Ringspins Reverse
Fake Ring Spin Normal
Fake Ring Spin Reverse
Multiple PinkySpins Normal
Multiple PinkySpins Reverse
Palm Spin Normal
Palm Spin Reverse
Basketball Spin Normal
Multiple Basketball Spins Normal
Halftap Normal
Halftap Reverse
Fulltap Normal
Fulltap Reverse
Multiple Fake Normal
Multiple Fake Reverse

Infinities

Wiper Normal
Wiper Reverse
Infinity Normal
Double Infinity
Triple Infinity
Quadruple Infinity
Infinity Reverse
Double Infinity Reverse
Triple Infinity Reverse
Quadruple Infinity Reverse
Infinity Extended
Double Infinity Extended
Triple Inifinity Extended
Quadruple Infinity Extended

Infinity Extended Reverse
Double Infinity Extended Reverse
Triple Infinity Extended Reverse
Quadruple Infinity Extended Reverse
Infinity Normal Release
Infinity Reverse Release
Figure 8 Normal
Figure 8 Reverse
Fingerless Figure 8 Normal
Fingerless Figure 8 Reverse

Devils /Demons
Devil's Spin Normal
Devil's Spin Reverse
Devil's Sonic Normal
Devil's Sonic Reverse
Devil's Shadow Normal
Devil's Shadow Reverse
Demon's Spin Normal
Demon's Spin Reverse
Demon's Sonic Normal
Demon's Sonic Reverse
Devil's Demon's Sonic Normal
Devil's Demon's Sonic Reverse

Counters
Counter Thumbaround Normal
Counter Thumbaround Reverse
Counter Sonic Normal
Counter Sonic Reverse
Counter Backaround Normal
Counter Backaround Reverse
Counter Neo Sonic Normal
Counter Neo Sonic Reverse
Counter Indexaround Normal
Counter Indexaround Reverse
Counter Middlearound Normal
Counter Middlearound Reverse
Counter Ringaround Normal
Counter Ringaround Reverse
Counter Shadow Normal
Counter Shadow Reverse

Aerial Tricks
Thumb Snap
Leigun
Aerial Sonic
Levigator Normal
Levigator Reverse
Snap Flip
Backhand Riser Normal
Backhand Riser Reverse
Backhand Bounce

Misc
Arm Roll Normal
Arm Roll Reverse
Offering
Windshield Wiper Normal
Windshield Wiper Reverse

•

[CluLess](#)

Date: Fri, Nov 20 2009 06:18:09

Good job Essence cool.gif

•

[Krispy Kreme](#)

Date: Fri, Nov 20 2009 06:50:14

wow

•

[DaviRey](#)

Date: Fri, Nov 27 2009 00:50:48

Wow theres alot of tricks that i didnt know

•

[Jewjo](#)

Date: Tue, Dec 15 2009 01:28:43

I like this thread. Now add links to video tutorials.

•

[Zombo](#)

Date: Tue, Dec 15 2009 02:48:28

I like this thread. Now add links to video tutorials.

<http://www.upsb.info/forum/index.php?showtopic=212>

•

[Nachoaddict](#)

Date: Tue, Dec 15 2009 05:37:03

A lot of eso's vid tuts have been removed... y?

•

[Zombo](#)

Date: Tue, Dec 15 2009 06:06:51

he redid them better quality

-

[Mats](#)

Date: Tue, Dec 15 2009 12:07:22

I've started on an Excel document that lists all tricks, in two ways.

The concise way. For example modifiers Fingeraround modifiers

The complete way. For example TA, FL TA, TA Rev, FL TA Rev etc all possible permutations.

The second bit is taking a long time. There are hundreds of tricks, just in arounds alone. I think I've nearly finished arounds/spins. Expect the list later this month.

-

[Mats](#)

Date: Thu, Jan 21 2010 17:02:46

What I have so far on the list of all tricks: <http://www.mediafire.com/?nmzou22oj1n>

THE FILE IS A WORKS FILE. CHANGE FILE EXTENSION TO .XLS TO OPEN WITH MICROSOFT EXCEL IF YOU DON'T HAVE WORKS.

If anyone can see any missing arounds/air/sonics etc it would be good. Don't point out missing tricks that I haven't started work on yet (categories of spins that are not listed at all at the moment).

-

[timoke6](#)

Date: Sun, Jan 31 2010 13:41:03

Latest list by DaZogger...

[Original Thread](#)

did he actually wrote all those by himself?ohmy.gif
btw, i didn't know there were so many tricks!

-

[Mats](#)

Date: Sun, Jan 31 2010 14:16:09

I don't think his list is very good because:

It's just a long list of tricks and not comprehensive in any way
Some obsolete trick names are used (e.g. Sonic 2x)
Some combos are listed as tricks

Not to complain too much, no-one else seems to be willing to put effort into improving what he did and it was time consuming and useful what he did.

QUOTE

btw, i didn't know there were so many tricks!

There are many many more tricks than listed there. I think the list I'm working on is more than double that already and is maybe 20-30% complete at the moment. It's also meaning it's a very long boring task to do!

•

[Mats](#)

Date: Thu, Feb 11 2010 14:04:01

List of all tricks version 1.2. Here is a list of all changes since version 1:
<http://www.mediafire.com/?mygwqyzeu2j>

QUOTE

Change log - List of all tricks 1.1

Added i-Sonics

Added Passes

Fixed some formatting

Added backarounds

v1.2

Added wipers

Added notes

Added basketball spin

Added fingerpass as 'combo considered as fundamental trick'.

Misc spin type (at the bottom) - For miscellaneous tricks that don't seem fit into one spin type. Will be

put into a spin type if it's made clear that they can fit into one.

Added bounces into misc spin types.

Added 'rolls' - Check - Think NC decided on new name (free-spin?)

Future additions? - Links to appropriate upsb wiki pages.

Spiderspins

Shadows

backhand tracer

magic?

It would be really great if some of you guys can have a read through this spreadsheet and just reply below with missing tricks (most important!), incorrect naming and formatting issues as well as ideas for future additions etc. Please please **DO NOT edit this file yourself** because we will all get lost with what changes have been made. **REPLY TO THIS POST** with what is missing and **I WILL UPDATE THE LIST AND ADD THE CHANGES TO THE CHANGE LOG.**

Eventually, a system should be in place in which there is a team (probably the

Naming Committee) who will take suggestions for changes and updates and then the team will impliment the changes updating the change log so everyone knows what's happening both within the team and outside of it and no confusion happens. New versions will have to be approved by the NC before release to ensure that this list remains to a decent standard. A set of past versions will be kept so that we can restore to any point in time in case a huge error is made and missed for several versions.

I will try to release the final version in several ways. Might need some help from you guys in making some of these if anyone wants to put their hand up?
Probably in March sometime. The several ways:

As a PDF file - With contents so you can jump to certain places (maybe jump to spin type?)

As a plain txt file - Which anyone can open and edit, with readable formatting

As HTML - That looks nice and more readable

As a spreadsheet - This seems to be the easiest way to update and maintain a file like this.

On the UPSB wiki - With links to the appropriate pages in the wiki, for example, all fingerarounds link to the fingeraround tutorial page.

Any requests, with reasons, for any other versions to be made? Or should less versions be made?

I'm going to release this, at whatever stage it is in, sometime in March or early April as I won't have as much time to work on it for 6 months or so, although I will perhaps get some work done on it. It should be the most complete list out there by then, if it is not already, at least in English.

•

[Mats](#)

Date: Sun, Feb 21 2010 19:27:16

Trick book version 1.4: <http://www.mediafire.com/?zgnoi ygwdki>

Change log for V 1.4

QUOTE

v1.4

added figure of eight

added wiper release

added figure of eight release

added elbow pop

removed slashes as they are no longer needed

i-Sonic missing spin type fixed

~450 tricks in database now

To do list:

- Links to appropriate upsb wiki pages.

- Check against wiki that trick names I'm not sure about are correct

Guys, I really need you to have a quick skim through and see what is missing/check for errors... The file is a rich text file so small download that

opens with nearly everything. It's too much text to quote here.

-

[Mats](#)

Date: Thu, Mar 4 2010 17:05:12

Version 1.6 link: <http://www.mediafire.com/?mjzimzjzjyd>

Version 1.6 Change log:

QUOTE

v1.5 (WLA - wiki link added)

All links for Rolls in wiki added
Wiper links added (all through-spins on wiki)
Backhand tracer changed to 'roll' spin type.
Backhand bounce wiki link added
Bakflip + WLA
elbow pop WL added.
around release WLA.
indexaround release WLA.
palm bounce WLA
snap flip WLA
Sonic release added + WLA
thumb snap added + WLA
Leigun WLA
charge WLA
i-Sonic WLA
sonics WLA

v1.6

Levigator added + WLA
Kamehameha added + WLA
Backaround Risers added + WLA

-

[Dylan](#)

Date: Fri, Mar 5 2010 22:42:57

you guys forgot scissor spin, and half-around, im not sure if they're real tricks, but eso has tutorials on them both, so idk...add 'em if u want

-

[Mats](#)

Date: Sat, Mar 6 2010 16:45:36

you guys forgot scissor spin, and half-around, im not sure if they're real tricks, but eso has tutorials on them both, so idk...add 'em if u want

A half-around is just an around with 0.5 spins. I'll look into the Scissor Spin.
Thanks smile.gif

-

[Ktk](#)

Date: Sun, Mar 7 2010 04:53:11

Fist Spin?

-

[Mats](#)

Date: Sun, Mar 7 2010 15:13:23

Fist Spin?

Do you have a video? I've never heard of fist spin. It's obviously going to be a trick, but I'm not sure what exactly it would be. Where on the fist would it spin? On the knuckles, fingers, palm up, palm down, hand sideways? I don't want to add tricks to the book that we are not sure of exactly what they are... A video would be good though or any evidence it has been accepted as a trick. Thanks for the suggestion smile.gif

On that note, there are some tricks I've seen (for example from FPSB) that are not yet on this list. It's hard and time consuming to track down all these tricks and find names. It's really helpful if other people can help out with things like this... A video or topic link is great.

Thanks to everyone who has taken the time to have a look through! Final release of this (at least until much later this year) is probably in the next two weeks.

-

[Mats](#)

Date: Fri, Mar 12 2010 11:38:30

QUOTE

Scissor Spin is a hybrid

Taken from the wiki. That will be in the hybrids book, likely to be created later this year. I will probably do the final version of the trick book this weekend. Will release as .xlr (Microsoft Excel file), .rtf (Rich text file) and maybe PDF ('Acrobat' file). Not sure if I can do a format for your generator Zombo, as I don't seem to be able to get the formatting of the tricks correct. I'll give it a longer, more considered shot this weekend. wink.gif

I'll put a link to the various 'trick book' files on the wiki too.

-

[Wonder](#)

Date: Tue, Mar 23 2010 02:26:49

well what about inverse double charge like inverse twisted sonic - inverse warped sonic...

-

[Mats](#)

Date: Tue, Mar 23 2010 14:53:41

well what about inverse double charge like inverse twisted sonic - inverse warped sonic...

Inverse double charge is a combo.

Twisted sonic is a hybrid.

Inverse warped sonic is a hybrid.

Thanks for taking time to look though smile.gif They will hopefully go in the hybrids book, assuming that goes ahead, later this year. wink.gif

-

[spinzpro](#)

Date: Sun, Apr 18 2010 14:24:52

what are counters?

can u make a video about them plez?